

Project Retrospective (Team 2- Automotive Test App)

The project had many positive aspects, including strong teamwork and collaboration. The team was motivated to work on the project and everyone showed a desire to drive it forward. Communication among team members was always polite, open and constructive, which helped to create a positive and productive working environment.

Both product owners and software developers took their respective tasks very seriously and supported each other, which helped to ensure the success of the project. The project was tangible, allowing progress to be seen directly and visually, which kept everyone motivated and engaged.

What we also liked about the project, is that it brought together a diverse team of students from different universities, disciplines, and semesters, which allowed for a wider range of perspectives and ideas to be brought to the table. Due to the highly practical focus and the direct partnership with the industry partner, a real-world application context was provided and allowed for hands-on experience to be gained for the team to work on.

However, the project did face some challenges.

In the beginning, there were some issues with the repositories, because the chair did not check beforehand, if everything worked as it did in the previous semesters, which cost extra time and effort to resolve, making the start of the project a little cumbersome. The industry partner was sometimes overwhelmed with the development speed of the team, which resulted in delays and hindered the team from reaching their full potential. Due to technical constraints from Android Automotive, some requirements from the industry partner were not always feasible, which added extra challenges. Also, the availability of the industry partner was very changeable, which caused some difficulties in project management. The quizzes could have been more fair and not contained as many tricky questions, which caused frustration among some team members. Some quizzes even included questions whose content was not covered until the following week, which we found a little unfair as well. Additionally, some of the requirements and processes prescribed by AMOS were sometimes unclear, which made the project work more difficult.

In conclusion, the project was overall successful and we really enjoyed working on it as a team, because it equipped us with real-work experience and us being confident in the processes of agile development. Some Areas for improvements, such as clearer processes and requirements and fairer quizzes, could be addressed, because we are confident, that some changes could ensure even smoother and efficient projects and thus, happier students 😊.